IronWatch

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ABYSSAL TIDINGS

A MESSAGE FROM THE EDITOR

Welcome back the summer with the next issue of the IRONWATCH fan magazine!

I don't know if you've noticed, but we're getting awfully excited about the impending release of the Star-Struck City deluxe edition, and we're hoping to have it out before the next issue of IRONWATCH releases!

Moving forward, please let us know about any rule imbalances or questions you notice in IRONWATCH GAMES; Mantic has wisely relied on the playtesting from hundreds of gamers to help guide and shape the direction of their fantasy and sci-fi games alike, and we'd like to do the same with our releases.

In related news, IRONWATCH is nearing its four-year anniversary! Please drop by our website or the Mantic forums to let us know what you'd like to see addressed in the future, to help us improve the magazine for your personal reading pleasure!

As always, whether you're a first-time reader or an old veteran who's been with us since the start, thanks for reading, and Welcome to the Watch!

-Austin

Cover art by Boris Samec
Title art by Mark Peasley

Contact us and submit articles at:
ironwatchmagazine@gmail.com

Please note that, while we here at **Ironwatch** *attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

All models used in this publication are from the respective author's own personal collections, and any models displayed herein are not intended to challenge the status of the copyrights of their respective owners. All rights are reserved to their respective owners.

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THE IRON FORGE

Welcome back to the Iron Forge.

On display this month for you we have:

- Loic Boudoya, with a set of Deadzone Forgefathers backed up by Forge Guard heavy armor
- Marcel Popik, with a set of original Deadzone Plague 3rd Gens along with some Plague Swarms and Plague Dogs for added support

Keep tuned in next month for more fantastic models, and if you have some painted Mantic minis you'd like featured to possibly become an Iron Forge artist, please email high resolution photos of your miniatures to **ironwatchmagazine@gmail.com**.

Please include your name and/or Mantic forum name. You can also provide descriptions of your paint jobs and titles if you'd like!

LOIC BOUDOYA

LOIC BOUDOYA

LOIC BOUDOYA

LOIC BOUDOYA

MARCEL POPIK

MARCEL POPIK

MARCEL POPIK

MARCEL POPIK

MARCEL POPIK

Dwarven Flame Belcher by Dave Johns

MANTIC CALENDAR

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums or **email us** with your event's date, time, location, cost, a brief description, and a URL for more information.

Please note that this list is not exhaustive and indicates where Mantic games are being enjoyed, and not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course!).

June

6/14 **Origins**
From 8:00 AM 6/15 to 8:00 PM 6/19
Registration starts from $25 per person
Featuring Kings of War demo tables, a Kings of War Mega Battle, Dreadball tournament, and more!
Greater Columbus Convention Center, 400 N High St, Columbus, OH 43215, United States

Deadzone Rebs Strike Force by Nicodemus Sandberg

July

7/23 **ATC Tennessee**

From 8:00 AM 7/23 to 2:30 PM 6/24

Registration is $30 per person, or $60 per team

The ATC is happy to be partnering with Mantic Games this year for a Kings of War Team Tournament! 2016 will mark the first of many team events that Mantic and the ATC will be doing in the years to come.

Undead Vampire Lord by Peter Grose

THE DWARF GOLEM

By Peter - "Tek Thornisson"

So, this time I'm making special terrain. .. because it has legs!

It started as an experiment.

I really liked the stone priest miniature, so I was looking forward to the earth elemental model. On the dwarf forum I read about good use for this model in a dwarf army, so I thought "Why not to add one to my army?"

I found some great sculptures, but no miniature had a design I liked. For me dwarfs are geniuses in stonemasonry, and classic earth elemental models are too crude for it.

I read again and again the description of Greater Earth Elementals in the rule book:

"These black-stone giants are massive constructs of impenetrable rock. When the power of such creatures is harnessed by Stone Priests, what foe would dare stand in the path of the Dwarfs?"

I would have never started to build mine, until one day I saw one guy who start sculpting his own elemental from foam. I figured why not, since I had those same materials at home too!

What materials and tools you need for this?

1. Sharp knife
2. Scalpels (for detail cutting)
3. Tiny modeling tools (a toothpick is my favorite!)
4. Glue (I use foam-safe CA)
5. Possibly a riveter. You don't need it, if you want to add details another way.

Materials

1. Something for base (I used some extra 2mm thick plastic card I had at home
2. Foam (I use 'Styrodur')
3. Air-cured clay (you can use green stuff, but it is too expensive for me)
4. 1mm plastic card
5. Sand (for the base)

I started with cutting the foam for the legs. I wanted a dynamic pose, something like a giant frozen in motion.

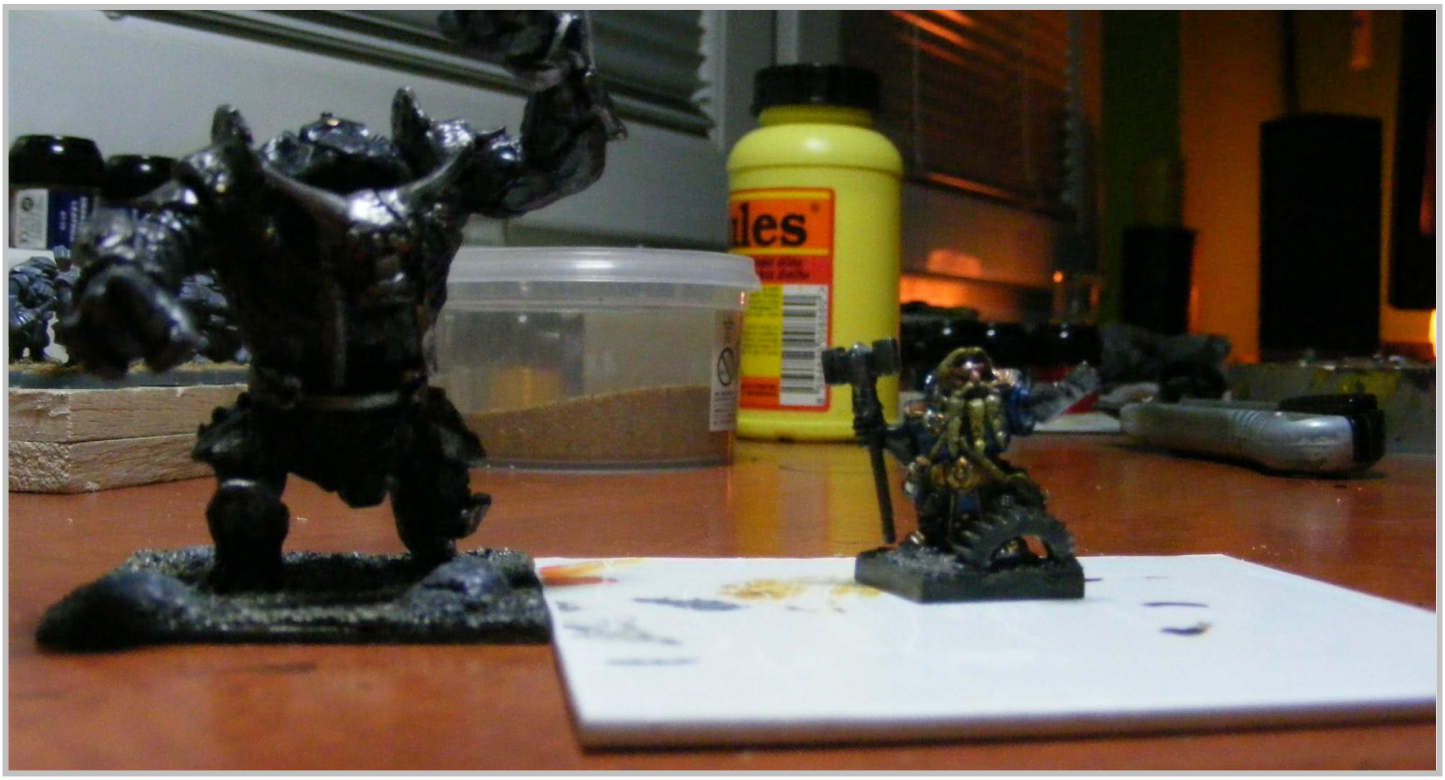
When the legs were finished to a crude basic standard, I cut a base under the figurine.

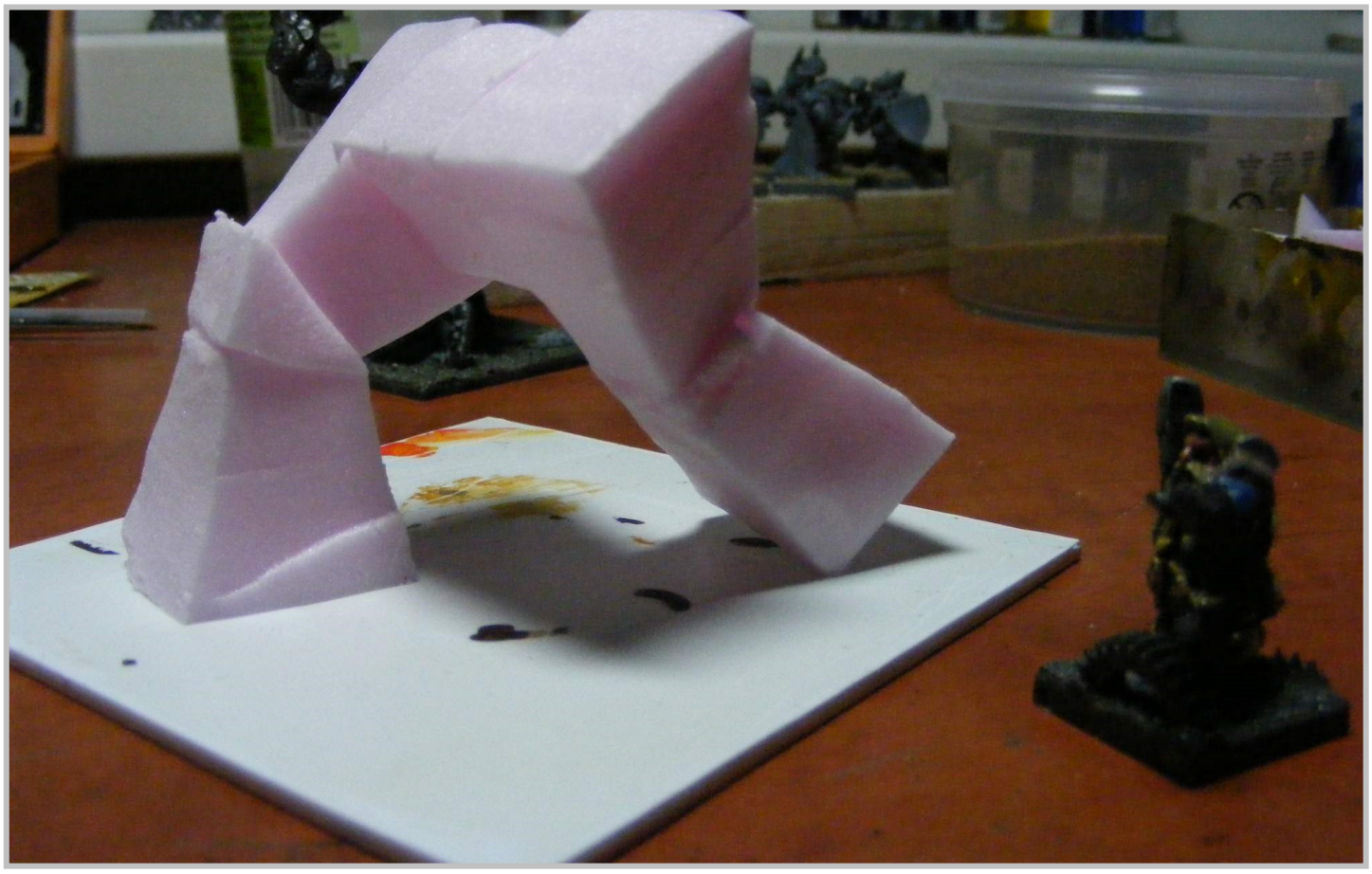
After measuring, the final dimensions of the base were 60x90 mm. I know this is bigger than 50x100mm for a Steel Behemoth, but this was the smallest stable base I could glue to the legs.

The torso for the golem was cut from thin slabs. I needed to add details, so this style works great for that as the chest piece must be wider than the body.

Then I started cutting the arms. I know my golem hands are longer, but it wasn't a problem. Instead, it gave an impressive look to the statue.

The head was big question for me, as I didn't know how to sculpt it well. As you can see,





ALARM ON/OFF

on a lot photos I have foam cube on neck as a placeholder.

The inspiration for the golem hands was from Mantic's obsidian golems, but I gave my creation a full five fingers.

Then I start thinking about how to add details on it.

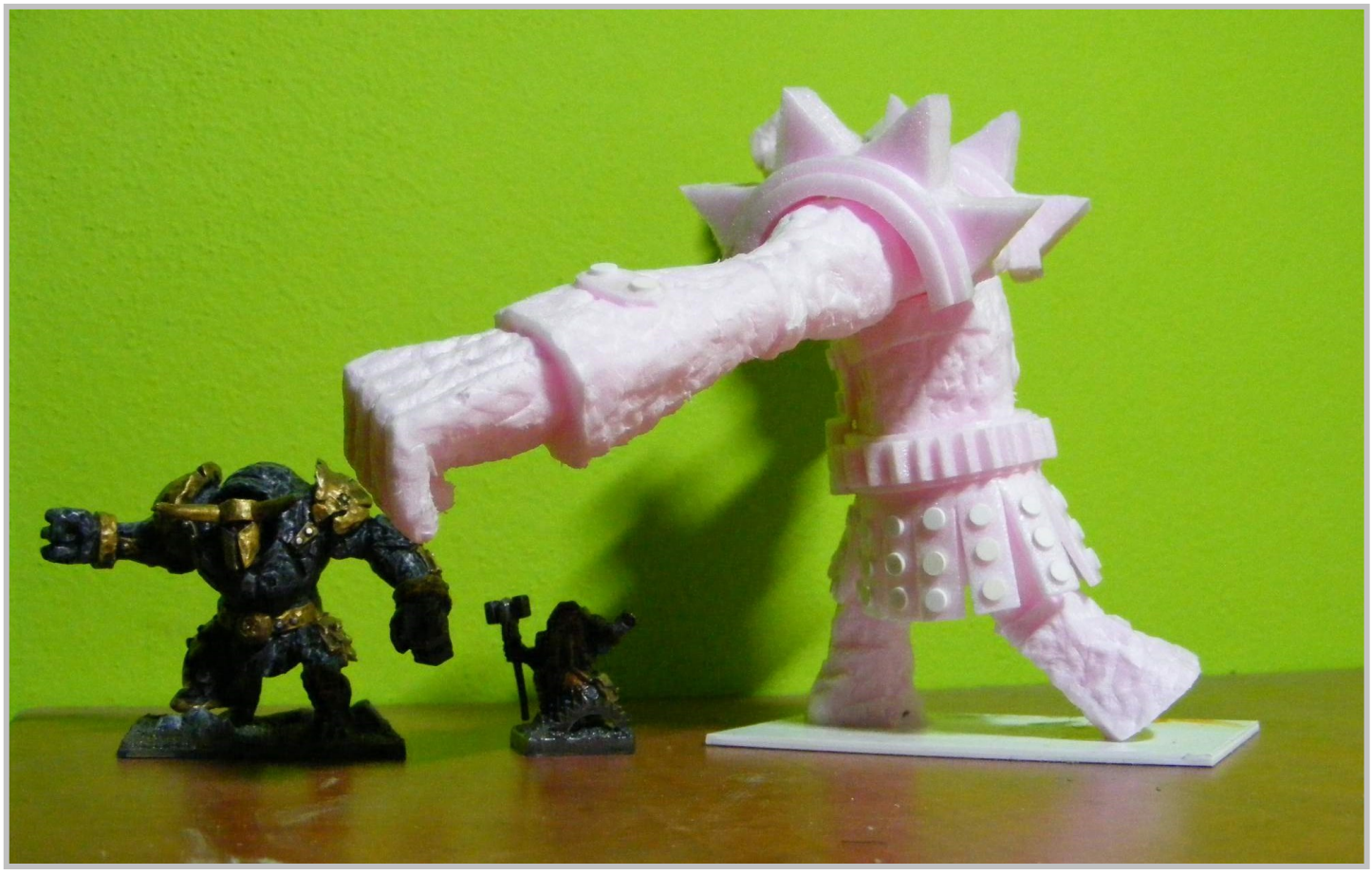
1. Shoulders.
2. Armor skirt (it helps to cover the joint where the legs meet the torso)
3. Armored belt (just a nice detail)
4. A few couplers on the golem body, as I liked how it looks
5. On right hand, add a small shield
6. I thought a few days about empty fists, or some weapons to add. I remembered the hammers I used on one building, so I decided to add hammers to the figurine.

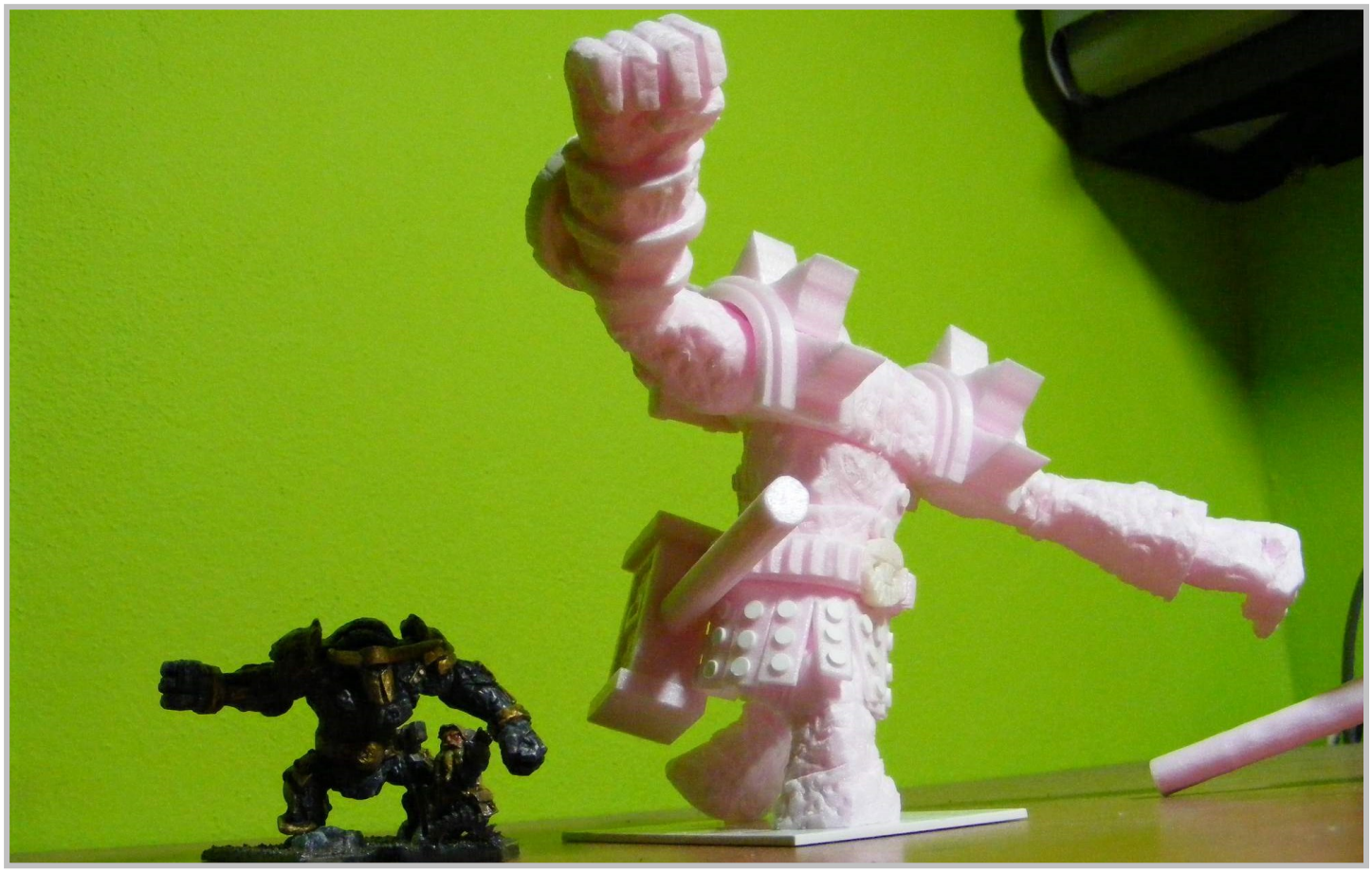
The circlet heads I made with the riveter tool using a 3mm diameter punch, from 1mm-thick plastic card.

With a toothpick I made stone surface details.

After the torso was completed, I started thinking about the head. I wanted an angry dwarf face. So the first step was to find a simple angry inspiration concept art piece from the internet. (I ended up googling 'Viking angry face')

The next step was to start modeling the head from air-dry clay. For a how-to on how to use it, you can find tutorials videos on YouTube: search YouTube for 'head sculpt plasteline'. Plasteline is one of the worst materials for modelling, but if you know how make a head from it, changing to use air dry





clay instead is no problem. If you make everything from greenstuff, look for tutorials with that material instead.

The first step was to make the clean head. (no hair, no beard), and then add a beard, and maybe some hair. Again, before you start, look for tutorials on YouTube.

When the figurine is completed, it is then time to finish the base. I used remains from the air-dry clay for rocks, and sand for the surface. Just spread the PVA glue on the surface, then sprinkle on the sand.

After this, the golem miniature is completed. (the sculpting part at least)

By the way: this was only showing how I made the head. Guys with better skills with greenstuff, or miniature creators have their own way on how to make it, so don't think there's no other way to do your own sculpting!

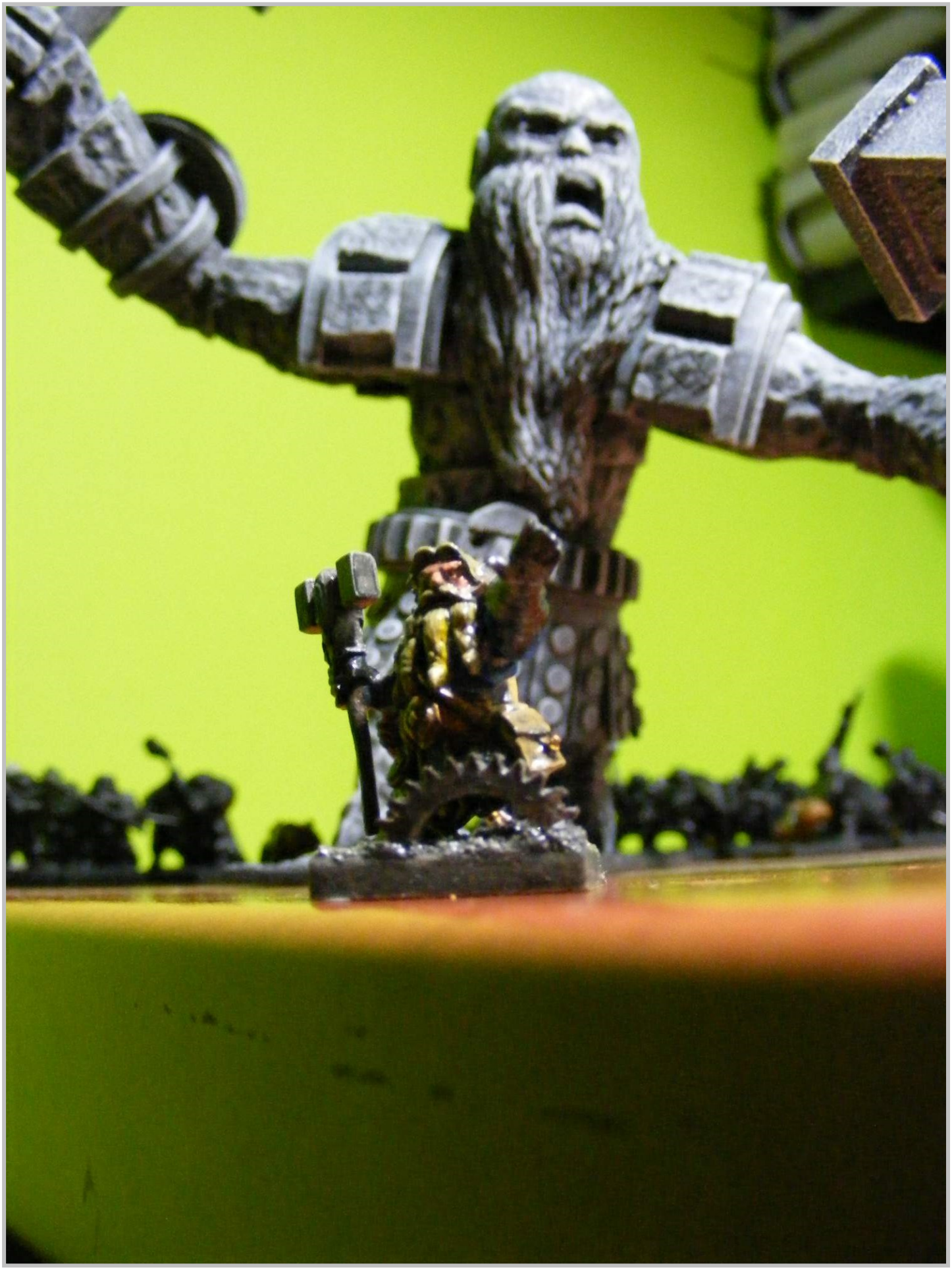
Painting

I decided to do everything my way; My sculpt is not bad, but painting is maddening.

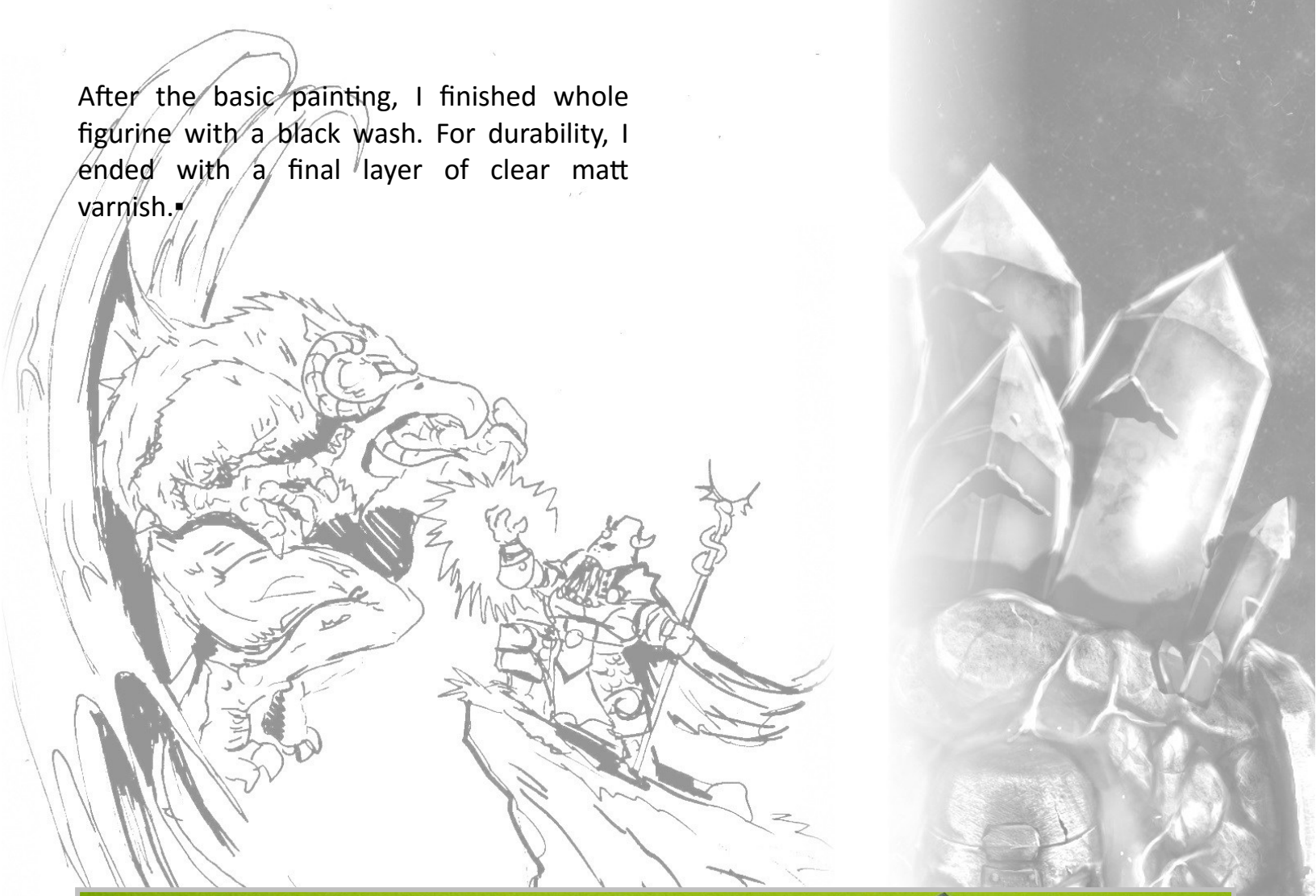
My steps:

1. Black basecoat the whole figurine.
2. Mix black and white color, from darkest to lightest shadows. I used the drybrush technique; how many layers you use depends on your own preferences. I use 3. For the last layer I use clear white.
3. Now you have nice stone texture on whole golem.

Some guys say stopping here with just the stone texture looks good, but I want more. I also painted the exposed metal parts. (armor, joints, etc.)



After the basic painting, I finished whole figurine with a black wash. For durability, I ended with a final layer of clear matt varnish.▪



PAINTING THE WRAITHS AND ELSHARA, THE BANSHEE

By Guillaume Bertin

Today, I wanted to share with you the way I decided to paint the Wraiths and Elshara the banshee from *Dungeon Saga*. Since I did not like the color scheme for the wraiths from the book, I decided to change it, and to use the same for Elshara. Since these creatures are related, it allows me to get a common visual aspect for all these miniatures.

I do not consider myself as a great or talented painter! I am having a lot of fun doing this and I try to improve my techniques with every miniature I paint. So far, I have seen a lot of progress in my skills and miniatures... Yet, I still see a long, long way to go for some details and parts of miniatures. Just searching the internet will probably get you to nice tutorials to help you paint similar models from different companies; my goal is not to compete with them. My goal is rather to help the beginner or casual painter get some "spirit" in the models he/she wants to paint.

This being said, this step by step is going to show that you can have very few steps, and some fairly easy ones to boot, and still, create a nice look for your dungeon monsters!

To begin with, let's have a look at what you are going to need:

- A small base brush and a "detail brush" (my favourites are by far the

"Detail", "Insane Detail" and "The Psycho" brushes by *Army Painter*).

- I use a "Stay-Wet" palette, but you do not have to, just a regular palette is fine, but using a "Stay-Wet" palette allows your paint to last longer without getting dry too soon.
- Some water in a cup, and a towel.
- Finally, the most important, the paint For this tutorial, I used "Citadel" paints:
    - Ceramite White (base)
    - Any black primer/paint
    - Administratum Grey (layer)
    - Biel-Tan Green (shade)
    - Leadbelcher (base)
    - Nuln Oil (shade)
    - Caliban Green (base)
    - Warpstone Glow (layer)

The first step is to apply a white primer on the miniatures. I used my small base brush to cover the miniatures with two coats of Ceramite White. The reason why I covered the models twice is that you could still see the plastic color behind the first coat, so I repeated the process to have a nice pure white coat on the miniatures.

I also painted the chain and ball with a black primer. It is up to you to decide whether you want it black primed or not. You will see I I did not prime the part of the chain that is on the cloth, but it will not show once we paint that part.

There has also been an optional step (for the Wraiths at least), because I wanted to try a variation with one of the Wraiths as an experiment. Once dry, I took one and applied a layer of Administratum Grey over the primer (still with the small base brush) and covered the whole miniature without leaving a single spot. This step will be used later on Elshara, the Banshee.

The second step was to wash the entire model with Biel-Tan Green with a "detail" brush. You can see the result in the picture below. The Wraith on the left received the grey (optional) coat while the one on the

right has been washed directly over the white primer.

Then, I had to move on with “Mr. Grey” and decided to edge-highlight the cloth. This can be a very tricky part, so if you are not comfortable with your technique, you can either drop it or you can do it very slowly, bit by bit, being super careful and neat.

Just for the sake of comparison, “Mr. White” on the left, untouched during this step.

On the picture to the right, “Mr. Grey” on the right was edge-highlighted. It is normal if at this stage it has some kind of “stone grey” color, as once the model is finished this will no longer be the case.

Some parts are very easy to highlight, like the long collar and hood on the front, as well as the bottom part of the cloth. It is a bit more difficult when you have to trace a line along some recesses... To be honest, I am still not 100% confident with this technique, but it went well.

Once again, you can decide to drop this step, but as the Grey cover, it is going to be useful for Elshara the Banshee...

Now to talk about her...

I used the same first steps as for the Wraiths: I primed her with two coats of Ceramite White, but the trick was to cover ONLY the dress and clothes with the Administratum Grey coat.

Then I washed her with Biel-Tan Green too.

After this was finished, I started edge-highlighting the same parts of the dress, tracing some white lines along the edges and all parts where it seemed fit, like the upper part of her breasts (on the clothes only).

At this stage, she should look like the picture above-right.

The last big step was to wash all the models once again with Biel-Tan Green with the detail brush. It creates a nice green glow effect on the miniatures.

Also on the following pictures, I painted the chains and balls with Leadbelcher with the small base brush for the bottom part of the chains and balls, and with a detail brush once I approached the parts close to the cloth. Nothing difficult, as the miniatures are very easy to read and you can clearly see

where to paint and where not to, just be steady and patient if it is difficult.

Then I washed these metallic parts with Nuln Oil. Again, the same piece of advice as before: it is not a difficult part to paint, but you have to take your time poking the metallic parts only with the tip of the brush. Make sure you cover the whole surface, but be steady and neat.

One last touch is missing on the miniatures themselves and then I will move on with the bases. I wanted to add a last touch on the metallic parts. One more time, I took a detail brush and washed all metals with Biel-Tan Green to imitate the glow the wraiths show. Nothing difficult for the ball, but for the chain, you have to be precise and gently poke the tip of the brush on the chain so that it does not leave the ink on the recesses of the cloths.

It might seem surprising but it would be too dark on this specific area, so I suggest you do not charge too much ink on the brush and poke it several times instead of one big stroke overcharged with green ink.

You will notice that at this stage, I already primed the bases with a black coat. Nothing tricky in this step, just make sure the black paint does not go on the miniature itself, so you are going to paint around the edges of the miniature, and simply push the brush very slowly closer and closer to the miniature.

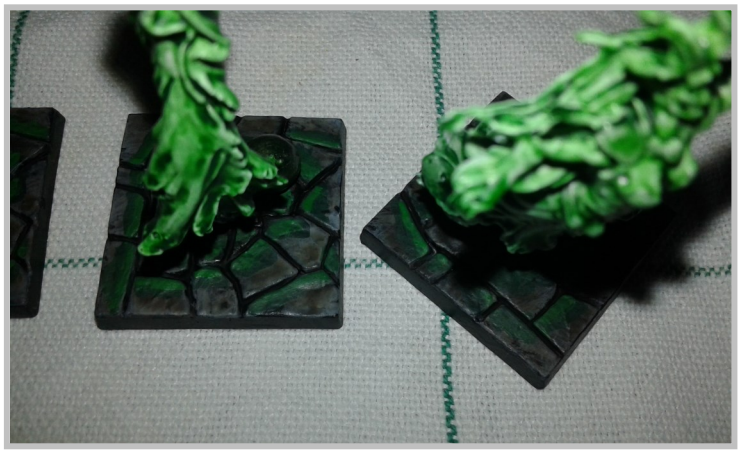
Once again, it's better to have very little paint on the brush and repeat the process rather than doing it a single time without control.

The following step is quite a fast one and will already make your bases look fine! We are going to use a medium sized brush to apply a Dawnstone Grey dry-brush over the cobblestones of the bases.

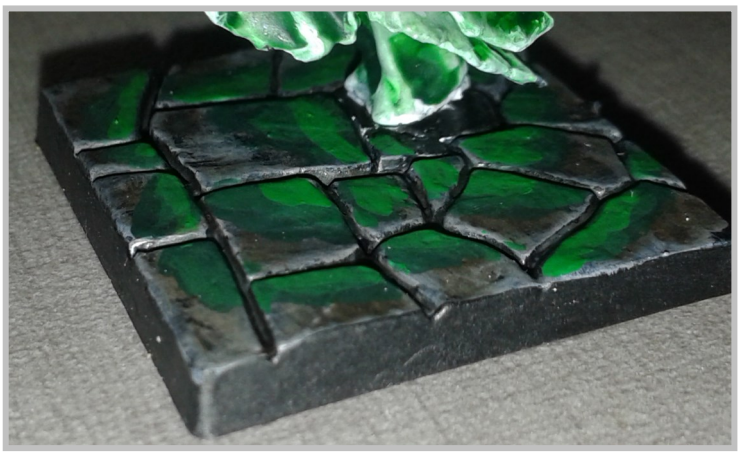
It can be a little bit tricky at first to dry-brush the bases and take the risk of painting over the miniature itself. In fact, the movement is

going to be that of a dry brushing, but quite slow so as to make sure that not only the grey coat will not go on the recesses of the bases, but also to prevent the painting from covering the miniature.

Next step: applying an Agrax Earthshade wash all over the bases. One easy step with a small base brush, or a medium sized if you are more comfortable with. And that is the way the group of wraiths and the banshee looks like:



And finally, the very last step, which I consider optional since the bases are already "finished": playing with OSL (Object Source Light) on the bases. This can be a very difficult step for some models, depending on the effect wanted. Since this was my first attempt at such a step I decided to keep it easy enough.



First, I chose to paint a large "arc" on each cobblestone, using a fine or detail brush with a thin coat of Caliban Green. The tricky part is to determine where light shows on these stones. Since I consider that the light comes from the miniature itself, I basically drew a circle on the cobblestones, close to the miniature. It covers half of the cobblestones.

Then, I repeated this process with the same brush, but this time with a 50/50 mix of Caliban Green and Warpstone Glow. This creates a lighter color which I applied on the same cobblestones, but with a narrower trace and closer to the model itself. Again, it covers half of the dark green surface.

Finally, I repeated the same process once again, but this time, with my smallest brush ("The Psycho" from Army Painter) and drew

a very thin line of pure Warpstone Glow. It is once again as close as possible to the miniature and covers half of the green mix surface.

This is how I tried to play with OSL on these miniatures. I know there must be ways to improve such an effect on bases but I am quite happy with the look of these!

I hope you enjoyed this tutorial! This is my very first so I hope it was useful and interesting to follow. I tried to be as precise as possible, knowing that when it comes to painting and/or modelling, seeing the techniques is better than reading a guide but when it felt incomplete, I tried to explain as clearly as I could.

Painting these miniatures has been a real pleasure for me! It was great to see that with a very limited number of steps, it was possible to get a cool result. I am very happy about how they look like and I can't wait to use them for my *Dungeon Saga* games.▪

Dungeon Saga Wraiths by "C. M. Minis"

CHARLIE FOXTROT WOUND MARKER REVIEW

By George Adsett-Knutsen

I was really disappointed with the Mantic wound markers as the Kickstarter prototype picture of skulls and crows looked really cool, if impractical. So when I recently saw a photo on social media of some MDF KoW wound markers made by Charlie Foxtrot Models, I thought I'd buy some and have a go myself.

The first thing to do is sort out the pieces into the eight sets making sure that there is one left and one right numbered ring in each set. I used a small spot of superglue in the center of each of the handily pre-marked circles and carefully placed the first corresponding circular piece on top of the guide mark.

Before I repeated this on the other circle, I placed the numbered ring around the now stuck piece. The MDF allowed me a short amount of time to adjust the second circle, with the second numbered ring around it so the two rings did not touch as this would make moving the marker when complete.

The next step was to put small spots of glue on the top and bottom pre-marked guides and carefully place the corresponding pieces. Too much glue would risk seeping onto the numbered rings and make the marker useless. Finally a small spot of glue on the top of the previously glued pieces and the top is pressed on.

I found that the rings, although not fouled or glued, did not move freely. The answer was that for all the others I ran a wax candle on the inside edge of the rings and the unnumbered side before assembly.

All that remained to do was to dab PVA around top surface and sprinkle sand on, then repeat but use flock, repeat but use static grass and finally weapons, a cart wheel and a broken shield. Then there they were, finished in around an hour and a half!▪

Undead Revenant King by "left64"

KINGS OF WAR DAMAGE COUNTERS

By "Spruce"

Outlanders Gaming Guild

Most of the time I use dice to mark damage to my units in Kings of War (KoW). I read in a post where someone was using click game figures as damage counters. Our local gaming store has used click figures for 25 cents each (upper-right photo). I picked up a couple to see how hard it would be to convert them into damage counters. Below is how I made mine.

Just insert a knife blade between the two halves of the click counter and pry them apart (middle photo). Next remove the old sticker (bottom-right photo). Cut to size from any sticker material a new dial sticker and apply (photo below-left). I cut to shape mailing labels for my new dial stickers.

Then I wrote my damage number on the new dial. As you can see on the upper-left photo, I was able to get up to 15 to 17. I hope you are a better printer them me!

In the middle-left photo I show the two halves and the figure removed from the top half. Snap together the two halves and you have your counter. The lower-left photo shows another damage counter I made where I left the mummy figure on.

You can customize the tops of the counters to fit your army. I plan to use tombstones on top of my counters. Have fun with it and use your imagination!▪

Orc lings by Jonathan Faulkes

THE MIGHT OF OLD

FORCE ADDENDUMS FOR KINGS OF WAR

By Vane Dolenc

Editor's Note: Vane has kindly provided a set of optional Force Addendum lists for the Ogre, Goblin, Dwarf, and Ratkin armies in Kings of War.

Some readers may remember the 'Might of Old' article from Issue 40 of Ironwatch; these lists are updates for the Ogre and Goblin Force Addendum lists, and brand-new lists for Dwarves and Ratkin.

These listed units, artifacts, and spells can be used in addition to normal troops, magic items, and spells from that army, in the same manner as the army itself. They count as being part of that army, rather than as allies, but as with all unofficial rule supplements, be sure to check with your opponent to make sure the supplemental rules are agreeable to both parties before playing.

Happy battling!▪

Might of Old: Ogre Armies

Force List Addendum

The units listed below are added to the force list.

Mercenary Veterans — Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	3+	5+	5+	9	13/15	170
Horde (6)	6	3+	5+	5+	18	16/18	260

Special

Crushing Strength (1), Pistols, Piercing (1), Elite

More Money Than Sense

This unit may have up to two magical artefacts rather than one.

Red Goblin Siege Wagon — Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	5+	4+	3	13/15	135

Special

Base size: 50x100mm, Fury, Thunderous Charge (2)
Boomgun - Range 24", Blast (D3), Piercing (2)

Options

- Replace Boomgun with a Catapult: Range 48", one ranged attack, Blast (D6+1), Piercing (2), Indirect Fire for +10 pts.

Dire Rammoth — Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	5+	12	17/19	225

Special

Base size: 100x150mm, Crushing Strength (2), Thunderous Charge (2), Fury, Big Shield

Dire Winterbeast — Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	5+	10	15/17	225

Special

Base size: 100x150mm, Crushing Strength (2), Thunderous Charge (2), Ensnare, Breath Attack (Att)

Famine Rager — Hero (Lrg Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	4+	6	13/15	135

Special

Nimble, Crushing Strength (2), Lifeleech (2)

Ancestral Armoury

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

Wanderlust Boots — Cost: 5 pts

The unit may move up to an additional 2" when it receives an At the Double! order.

Emergency Rations — Cost: 15 pts

Once per game, at any point during its own side's turn, the unit may recover up to D3 damage points.

The Biggest Club — Cost: 20 pts

This artifact can only be used by Heroes.

Whenever the Hero rolls to damage in melee, he can re-roll any dice that failed to damage.

Spellguzzler Charm — Cost: 25 pts

The unit cannot be targeted by spells (friendly or enemy!) or have damage removed from it by Hungry Pit.

Arcane Secrets

Warlocks gain the following additional options:

- Hungry Pit (2) for +20 pts
- Thunderclap (1) for +15 pts

Spell	Range
Hungry Pit (n)	**12"**

Special Rules

Piercing (4) - roll to damage as normal.

For each point of damage inflicted by Hungry Pit, the caster may remove up to one point of damage from himself or a friendly non-allied unit within 6".

Hungry Pit cannot target units with the Fly rule.

Spell	Range
Thunderclap (n)	**12"**

Special Rules

Hits don't inflict damage. Instead, if one or more hits are scored, the target enemy unit becomes Disordered until the end of its next turn.

Might of Old: Goblin Armies

Force List Addendum

The units listed below are added to the force list.

Snaggers — Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	5+	3+	8	8/10	60

Special
Ensnare, Thrown Weapons, Vanguard

Death Divers* — Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	10	4+	-	3+	6	10/12	90
Horde (6)	10	4+	-	3+	12	13/15	145

Special
Fly, Thunderous Charge (3)

Canopy Crawlers — Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	7	4+	-	4+	6	9/11	80
Regiment (10)	7	4+	-	4+	12	12/14	120
Horde (20)	7	4+	-	4+	24	17/19	220

Special
Ensnare, Pathfinder, Vicious

Dire Canopy Crawler — Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	-	5+	8	16/18	220

Special
Base size: 100x150mm, Crushing Strength (2), Ensnare, Pathfinder, Vicious

Dire Canopy Crawlers are not Yellow Bellied.

Options
- Mount a Light Catapult on it - Range 48", Ra 5+, one ranged attack, Blast (D3+1), Piercing (1), Indirect Fire for +10 pts.

King on Canopy Crawler — Hero (Lrg Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	-	4+	7	13/15	115

Special
Crushing Strength (1), Ensnare, Pathfinder, Vicious, Inspiring

Ancestral Armoury

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

Boots of Swift Retreat — Cost: 10 pts

The unit moves at its full Speed rather than half its Speed when carrying out a Back! order. If the unit chooses to move directly backwards after routing an enemy in melee, it may move D6" rather than D3" (make sure to declare this before rolling).

Crown of False Bravado — Cost: 10 pts

The unit may re-roll any failed Yellow Bellied test.

Magic Mushrooms — Cost: 20 pts

This artefact can only be used by Heroes.

Once per game, before resolving his melee attacks, the Hero can increase his Crushing Strength value by 2, or gain Crushing Strength (2) if he does not already have the rule, for the rest of the turn.

Great Spider Totem — Cost: 20 pts

Enemy attacks (of any type) made against this unit cannot benefit from the Vicious special rule.

Arcane Secrets

Wizzes gain the following additional options:
- Evil Eye (2) for +20 pts
- Bloodlust (4) for +15 pts

Spell	Range
Evil Eye (n)	**18"**

Special Rules
Hits don't inflict damage. Instead, if one or more hits are scored, any further ranged attacks made against the same unit in the same Shooting Phase are resolved as if they had the Elite special rule.

Spell	Range
Bloodlust (n)	**12"**

Special Rules
Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, the unit gains Lifeleech (x) for the rest of the turn, where x is the number of hits 'inflicted' by Bloodlust.

Might of Old: Dwarf Armies

Force List Addendum

The units listed below are added to the force list.

Dragon Guard — Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	5+	-	5+	8	10/12	120

Special
Breath Attack (Att), Blast (D3 – breath attack only)

Sappers — Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	4+	5+	4+	10	10/12	130
Regiment (20)	4	4+	5+	4+	12	14/16	170

Special
Vanguard, Crushing Strength (1), Thrown Weapons, Piercing (2)

Options
- Dwarven Throwing Mastiff (+10 pts)

Skysteamer — Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	5+	5+	5+	8	15/17	190

Special
Base size: 50x100mm, Fly, Crushing Strength (1)

Bombs – Range 6", 4 attacks, Blast (D3), Piercing (2)

Flying High
Any charge made against this unit is resolved as a Hindered charge unless the enemy has the Fly rule.

Bombs Away!
This unit makes ranged attacks in its rear arc rather than its front arc. Measure range and LOS from the centre of its rear edge rather than its leader point.

Stormcaller Forge [1] — War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	-	5+	-	13/15	160

Special
Lightning Bolt (6), Magic Mirror (2), Reload!, Inspiring

High King on Palanquin — Hero (Lrg Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	3+	-	6+	7	13/15	150

Special
Crushing Strength (1), Nimble, Very Inspiring

Ancestral Armoury

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

Stone of Stoicism — Cost: 15 pts
The unit is Fearless. It has no Wavering Limit.

Magebane Banner — Cost: 20 pts
Enemy spells targeting the unit hit on a roll of 5+ rather than 4+.

Anvil of Woe — Cost: 20 pts
Any enemy wishing to charge the unit must take a test as if they had the Yellow Bellied special rule. If they actually have that rule, they must test twice.

Adamantine Armour — Cost: 25 pts
This artefact can only be used by Heroes.

When rolling to damage the Hero, the maximum possible modifier to the roll is limited to +2.

Davi's Instant Palisade — Cost: 30 pts
The unit has the Ensnare special rule.

Arcane Secrets

Stone Priests gain the following additional options:
- Magic Mirror (2) for +20 pts

Spell	Range
Magic Mirror (n)	**12"**

Special Rules

Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, any failed roll to hit with an enemy spell targeting this unit until the start of your next turn rebounds and hits the unit casting that spell instead. The opposing player must resolve the effects of his spell on his unit as if the originated from the intended target. In the case where some dice hit and some miss, the effects on the intended target and on the casting unit happen simultaneously.
An enemy unit does not take a Nerve test for damage it inflicts on itself this way.

Might of Old: Ratkin Armies

Force List Addendum

The units listed below are added to the force list.

Blight Grenadiers — Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	5+	3+	10	-/11	110
Regiment (20)	6	4+	5+	3+	12	-/14	155

Special
Ensnare, Stealthy, Throwing Weapons, Piercing (1)

Brute Blasters — Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	-	4+	6	10/13	130
Horde (6)	6	4+	-	4+	12	13/16	205

Special
Crushing Strength (1), Fury, Regeneration (5+), Breath Attack (Att), Blast (D3 – on shooting only)

Options
- Swap flamers for chainguns, replacing Blast (D3) with Piercing (1) for free

Fleshgrinder Team — Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	4+	D6+3	8/10	50

Special
Crushing Strength (1), Thunderous Charge (1), Brutal, Nimble, Height 1

Options
- Upgrade with radioactive moonrock, gaining Crushing Strength (2) and Vicious for +20 pts

War Chief on Naked Mole Rat — Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	-	5+	9	15/17	170

Special
Base size: 50x100mm, Crushing Strength (2), Thunderous Charge (2), Vicious, Inspiring

Enforcer on Brute — Hero (Lrg Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	4+	4	10/13	100

Special
Crushing Strength (2), Fury, Regeneration (5+), Brutal, Rallying! (1), Inspiring (Brutes only)

Ancestral Armoury

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

Warped Cheese — Cost: 10 pts

This artefact can only be used by Heroes.

Once per game, at any point during his side's turn, the Hero can use this item to remove D3 points of damage from himself or one friendly non-allied unit within 3".

Scavenger's Delight — Cost: 20 pts

The unit has the Lifeleech (1) special rule.

The Firecracker — Cost: 30 pts

The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit, and that can only be used if the unit received a 'Halt' order that turn.

This attack has a range of 24" and always hits on 4+, regardless of modifiers. The attack also has the Blast (D6) and Piercing (2) special rules.

Arcane Secrets

Warlocks gain the following additional option:
- Savagery (2) for +25 pts

Blight Lords gain the following additional option:
- Plague Wind (2) for +30 pts

Spell	Range
Savagery (n)	**18"**

Special Rules
Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for each hit 'inflicted', you may choose one of the following rules to grant to the target for the rest of the turn: Brutal, Elite, Vicious, Lifeleech (1).

Spell	Range
Plague Wind (n)	**18"**

Special Rules
May target units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, target enemy unit has its De reduced by 1 (to a minimum of 2+) for the rest of the turn. Note that multiple Plague Winds hitting the same unit do not have cumulative effects.

DEADZONE
THE CLEANSING

PART TWO

By Matthew Lindsay

Dramatis Personae

- *Rylor Ings, Enforcer 8th First Recon Response*
- *Caelum Augustus, Enforcer Captain of the Gorgon's Fury*
- *Celeste Allenova, Enforcer Interrogator of the Gorgon's Fury*

Enforcer Vessel "Gorgon's Fury"
Location: Gamma Tau, High Orbit.
Holding Cell 1A / Prisoner Priority: Ultra, Red / Clearance Level: Absolute
9 hours since First Recon's failed extraction.

In the side room of Cell 1A, Enforcer Interrogator Celeste was analysing the reams of data pouring from the machines, looking for any irregularities that would indicate falsehood.

It was a small room, sized for one, with a central semi-circular station to which all information and video feed was sent and recorded. A multitude of wires, cables and connectors emerged to and from it scattered across the walls and floor.

As was the Council's disposition the room was designed for function, not comfort, and its sole function was analysis: analysis of the

Deadzone Enforcer by "C. M. Minis"

Deadzone Plague by Boris Samec

information gathered by the data-collectors, transmitted and translated to a series of digits, quantified into charts and graphs that measured everything about a person that could be measured. All this information was exhibited on the console's heads-up display, at which sat Celeste.

Celeste was tall for a woman, lithe and athletic, her muscles wiry from years of fighting. She had seen more than her share of combat, operating without mercy and surviving thus far. The scarlet memories of war had also survived, but they did not burden her. She felt no remorse or doubt but simply acknowledged that her memories were there and a part of her. Just as they were of every soldier. Just as Rylor's would be a part of him.

Sometimes memories of war kept her up at night. Without fear or stress she would lay there, usually alone, replaying the images over in simple recollection. Sometimes they helped her sleep like a child, the sounds of battle almost a lullaby. And sometimes, such as this time, they helped her know when someone was lying.

She had been there, in the crucible of combat. She had done terrible things. Things that had to be done, yes, but terrible

nonetheless, and she knew how one felt and reacted when recalling them.

Rylor was hiding something.

To one trained in the detection of deception the body was an open passage to the mind: Celeste was not only trained, she was gifted, a prodigy. Her innate comprehension of the complexities and nuances of physical and emotional responses, no matter how subtle, no matter how minute, meant it was almost impossible to lie to her. She challenged falsehoods and bluffs with unerring accuracy.

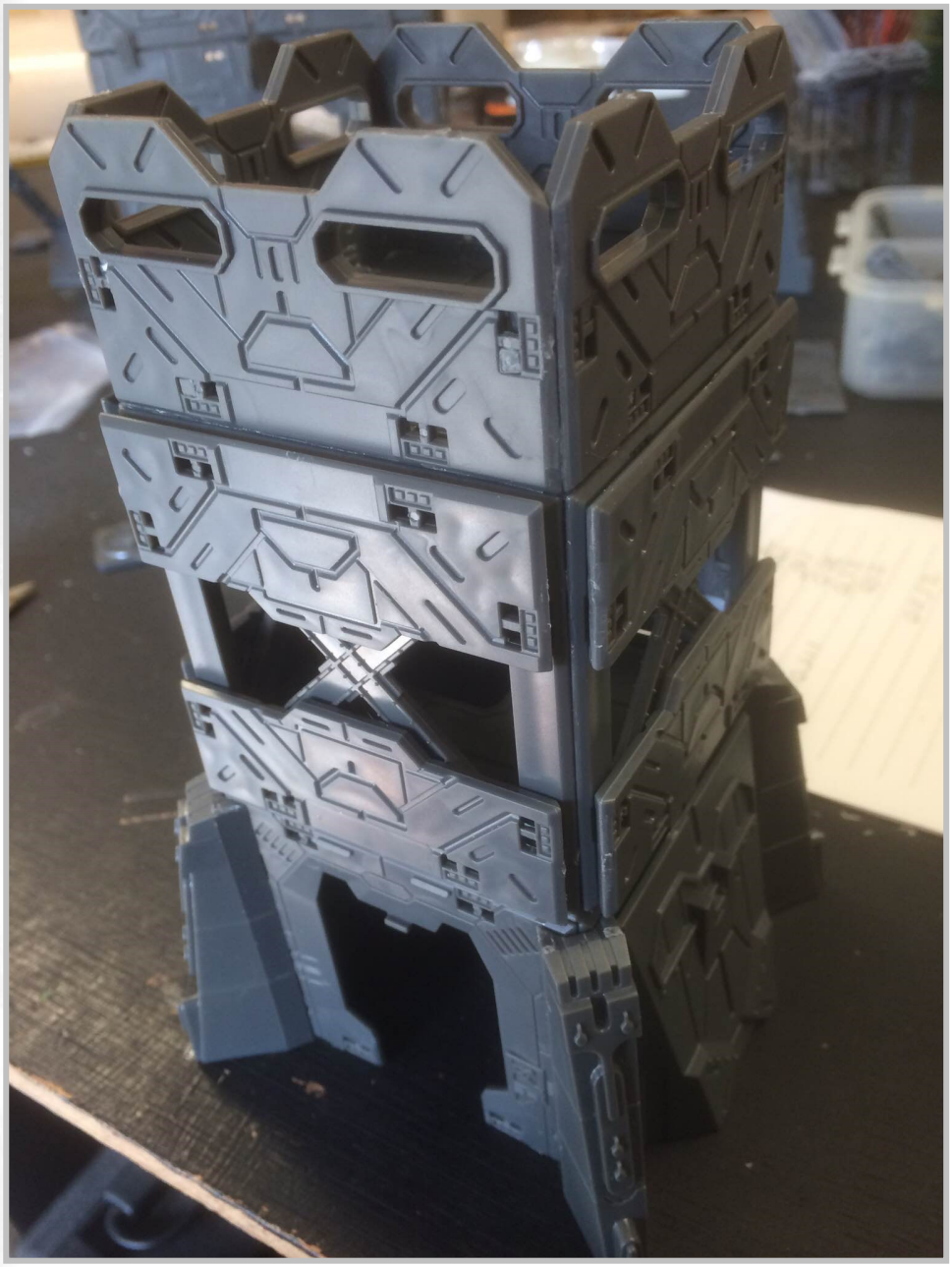
She had once played poker with her squad and cleaned house, won everything, a full month's wages for an hour's work. They had never invited her back for another game.

A wry smile emerged as she recalled the memory. Augustus was then as he was now, stern and taciturn, trying to decipher the person before him. She'd been on the receiving end of the Captain across a poker table; she did not envy Rylor Ings in a holding cell. Lucky for him he couldn't yet see. But he would.

She removed her helmet, preferring her own eyes to ones shielded by a lens and placed the helmet atop the console. She combed her hair back from her face, feeling the familiar comfort of her half-shaved scalp. It was a pleasant sensation. Her mind was clearer when it was not confined.

The reflective eyes of her helmet glared downward at her, observing her as she observed the cell.

'What the hell are you looking at?' she said to the inanimate object, before turning back to her work.



Deadzone terrain by George Adsett-Knutsen

Deadzone Plague Gen 2 and 1 ambush a Marauder Ripper Suit by Grant Mahoney

She continued to analyse Rylor's statistics and vitals, keeping one sharp eye on the central camera angled direct at the prisoner, the only camera which gave a full body view. She wasn't particularly interested in the naked anatomy but rather in Rylor's physiological responses. With her access to the data-collectors she could see everything about a person charted as numbers and graphs, but machines and data could only reveal so much.

It was her perception that was so valued by her employers. Her intuition. It was second to none Augustus had told her once, but she had not needed his acknowledgment. She had known since childhood she could see things others did not. Now, her military training had honed that instinct into something predatory.

Still, she had never forgotten the day the Captain had said that. She had been covered in blood and filth, bleeding out as she fell to one knee, her armor broken and charred. Augustus had offered his hand, standing above her, silhouetted by the sun. But she stood up on her own. He had said those words as she did so, as she stood in the light, bleeding but alive, bodies strewn about her.

Deadzone Terrain by Jamie O'Toole

She remembered that day fondly. That was the day she became an Enforcer. She had never looked back.

* * *

'Tell me what happened.'

Rylor's head was bowed, perspiration trickling down his scalp as Augustus waited for an answer. He noticed the now-steady rise and fall of the prisoner's chest; Rylor was performing breathing exercises to calm himself. His head may be downcast in a position of surrender and supplication but he had not yet spoken. And usually a detainee was only all too willing to tell everything in an attempt to leave alive.

Minutes passed like this, the Captain standing immobile, the chained man breathing slowly, before Rylor eventually spoke. 'I don't know what happened.' The words were uttered so softly they were barely audible above the whirr of the data-collectors.

He repeated himself with steel in his voice, encouraged by his own admission, pronouncing every word with increasing clarity. 'I do not know.'

Augustus waited a moment and the voice of Celeste whispered in his earpiece as she weighed Rylor's words: *Truth*.

'Name – unit – number.'

'Rylor Ings, 8th First Recon Response, I.D. ST38-05.'

Truth.

'Why where you on Gamma Tau, Rylor Ings?'

'We were sent to investigate the damn Deadzone.' Rylor's tone was venom.

Truth. Spike in adrenaline. Involuntary combat reflex to a memory. He's recalling what happened. Press harder. Augustus smiled as he heard her, knowing it was Celeste and no machine that had detected the reflex.

Augustus hand-signalled his acknowledgement, Celeste had never yet led him wrong. He crossed his arms and began

anew, 'What were your orders, Rylor?'

'One order, priority alpha: reconnaissance. Discover what occurred on planet Gamma Tau.'

Truth.

'Orders regarding civilian population?'

'Population irrelevant. Evidence of Plague life forms our only concern. Civilians to be avoided if possible, use of lethal force authorised if necessary.'

Truth.

'If your only orders were reconnaissance, why attempt retrieval?'

'I... don't know. We saw the opportunity. Made the call.'

Truth.

'Who suggested retrieval Rylor?'

'I can't remember.'

False!

'How did you know where to even look?'

'I didn't. Someone else did.'

Truth

'Who?'

'I can't remember.'

Deadzone Corporation Marines by Liam Markey

Deadzone at Adepticon 2015, courtesy of Mantic Games

False.

'How many were in your squad?'

A pause. 'Four'

False. Records show a five man team – but only four profiles present. I'm unable to access one of the records. It's encrypted. Forcing entry. Captain, it's been wiped.

'I ask again. How many were in your squad?'
'Four!'

He's lying.

Augustus ripped the blindfold from Rylor's eyes and suddenly the light was piercing his retinas as the cannulas did his flesh; he cried out in shock as he went from being blinded by darkness to blinded by light. The Captain, placing a hand on either of Rylor's shoulders, leant over his captive and placed his armored forehead against the prisoners.

'I know you are lying Rylor. Tell me what happened!' His voice was harsh and volatile even through the vocal-amplifier.

Rylor's eyes closed. The he rolled his head back and attempted to bring his forehead down onto Augustus's own, helmet or no. But he telegraphed his attack too early and connected with only air. His assailant had stood back up.

Rylor glared at him and spat. It landed on the Captain's chest plate.

'Screw you. I'm already dead. If I'm not infected, you're going to kill me anyway.'

Well then, whatever is driving him to lie so obviously and fiercely is deeply held, Celeste's amused voice echoed as she analysed Rylor and the data with

preternatural speed. *There's an irregularity in the frontal lobe, his aggression is in response to memory recall. He's trying to override it but it got the better of him.*

Augustus signalled one word to Celeste. *Why?* He didn't have to explain that a soldier as highly trained as Rylor wouldn't usually let emotions control his actions.

He's experienced something he doesn't want to remember. Something more than a failed combat deployment. His mind may simply be protecting itself. If it was me in there, I would coerce an answer.

'I know there were more than four, Rylor. And I know you saw something you don't want to remember. But I think you know exactly who suggested retrieval. It wasn't the sergeant who now lies dead in the Deadzone below – his corpse will be ash by now – because if it was him, you'd say so. Simple order of hierarchy. The fact you say you cannot remember, and you're lying about it, suggests to me it was a trooper and not a leader who made the call. Someone was going above their station.

'I'd wager that the very same soldier who suggested retrieval almost certainly knew where to look for the Artefact. How fortunate, to discover the Artefact in the middle of an outbreak; no-one would question such a stroke of fortune in the middle of an engagement. And so you decided to take it, without the proper precautions.'

Augustus paused, to let his deductions sink in. 'Who was it Rylor? What happened on Gamma Tau? And let me remind you of one thing, soldier ST38-05,' Augustus knelt eye level to the naked Rylor and held his gaze. 'You are not dead yet. But you are not beyond it either.'

Rylor looked up at the Captain, head hanging, breathing laboured, perspiration slowly trailing down his shaved scalp. He was a wretched sight, his flesh battered and

By Marcel Popik

Deadzone Plague Gen 3s by Martin Geibner

bruised, intravenous lines protruding from his arms and back, shackled and hooked up to a mass of mechanical apparatus. But his face looked like it was hacked out of granite, contorted into a grimace of defiance, teeth bared and fury in his eyes. Like a caged animal he strained against his chains as the data-collectors inexorably continued drawing their implied confessions.

Augustus took the challenge. With an unnatural speed only achieved by the capability of his armor he gripped the edges of Rylor's chair and forced it back, smashing it into the wall. The screeching of metal on metal wailed through the room as the data-collectors fell to the side, crashing across the floor.

A cacophony of destruction sang out as the Captain continued his assault, lifting Rylor and the chair and flinging them aside, cannulas and lines ripping out of flesh as crimson blood sprayed across the silver walls. Rylor and the chair tumbled once, twice and came to rest on his right side as he screamed out in pain, gritting his teeth as the Captain stood over him, looking down.

In the next room Celeste's observed all with an indifferent gaze, waiting for Rylor to break, her eyes rapt and unflinching.

Rylor could taste blood in his mouth, a familiar taste, an unwelcome one. He could feel his body heat fading away, an almost pleasant sensation against the swelling he would inevitably suffer should he live. A pool of liquid was beginning to congeal beneath him, the blood from his torn veins and tissue. The few data-collectors left connected whined incessantly.

'There is an entire population down there, dying, and you know something. Tell me what happened, you selfish bastard.'

Rylor Ings looked up at the source of his fear, hatred rising like bile within him as he accepted his life was forfeit. The levee was

breaking and the memories were overwhelming. He could not hold them at bay any longer. What little remained of his physical and mental strength was directed to simply surviving as his body bled. His split lips parted, and from his mouth came forth the tale, as the nightmare relived itself.

Gamma Tau, planet surface, 12.8 hours previous.

Gunfire – Plague – screaming. Sergeant dead. Second squad member dead. The Third, Fourth, and Rylor the fifth and final, are running to the shuttle. Boots pounding through dirt. There's a scream from behind, and a howl, and then a whole chorus of them. More gunfire. The shuttle is ahead. The Fourth gets there first and opens the doors, waving the Third and Rylor through. The Third steps to the console. Reaches for the emergency beacon to call the Enforcers.

A shot rings out. Even with a helmet on the sound is deafening in the enclosed space. Rylor turns, raising his weapon, expecting to see a Stage-Three Plague firing. He doesn't. It's the Fourth. She's unloaded a bullet into the Third's skull from behind. She turns to him. He utters one word – no – before a bullet pierces his shoulder. A second hits the middle of his chest, bursting apart the armor. Rylor's rifle falls from his limp hands.

He drops the bagged Artefact. It makes a dull thud as it hits the floor. The Fourth cocks her head. She is saying something. The words are distant, and Rylor falls to the ground. He can see the Fourth leave the shuttle, Artefact in tow. Why should she do that?

The Plague in the distance. They're coming. Why would she do that? Its suicide. Don't go out, it's suicide.

Deadzone Enforcer Sniper by Matthew Beer

Deadzone Reb Yndji by Nicodemus Sandberg

Another shuttle comes roaring down. The door opens, the Fourth enters, and it takes off as quickly as it came.

Why would she do that?

The last thing Rylor sees is the white of her hair twisting in the engine's wind as the shuttle door closes behind her. Why would she do that?

She didn't even look back.

Why would she do that?

Why would she do that?

* * *

'So the Fourth isn't dead?'

Rylor Ings shook his head, clearly distraught.

Truth. Celeste's voice was apathetic to Rylor's anguish.

'She killed the Third, thought she had killed you, and took the Artefact?'

Rylor nodded.

'You should've died, Rylor. The injuries you sustained were lethal.'

'Then why am I here?' He choked.

'Look down.'

Rylor looked at his chest and saw a large fresh scar, pockmarked flesh right over where his heart should be. A kill shot. If the head was unavailable, it's where he would aim. The skin was bruised and purple, as was his shoulder. It was still knitting itself back together, but he couldn't feel it. Likely a

localised numbing agent. He hadn't even recalled his injuries until forced to do so. It was all he could do to utter the question – 'How?'

'Your heart is on the wrong side. Though in this instance I would venture you consider it the "right" side. The bullet missed it. But your lung was deflated, caught by shrapnel. You were found suffering from hypovolemic shock due to blood loss – more than a third, in fact. Chances of survival were minimal. But you didn't die. Can you remember what happened next?'

Rylor shakes his head again. There is liquid on his face. Augustus is unsure if it is perspiration or tears. It's hard to tell when someone is lying beaten on the floor, gravity mixes the two.

'You crawl, dying, over the body of the Third to hit the beacon and seal yourself in. I've seen the footage from the shuttle myself. Then, falling to the floor, you throw your trauma kit apart and cover your wounds in clotting-agent. That's the last thing you do before you collapse unconscious. And that's how you're found an hour later: in a pool of your own blood, sickly pale, barely breathing. The medical aid within your armor did what it could, but without the clotting-agent, it wouldn't have been enough. It didn't take us long to get there but long enough that you should've died from your wounds several times over. But you didn't.'

Deadzone Enforcer Pathfinder by Paul Mullis

Augustus let the weight of his words descend, watching Rylor devour each and every one, his eyes hardening as the pain of recollection gave way to anger and betrayal.

'So we bring you aboard, patch you up. Pump several pints of blood into you. Thank the Council for donors. It is frankly amazing what can be done in the face of necessity. Life-threatening injures healed in a matter of hours. Two hours ago you forcefully

Deadzone Reb Yndji by Adam Morrow

awakened and placed in this cell. And so… here we are.'

'Am I infected?' Rylor rasps. Augustus noticed his nose has broken in the fall.

He's scared. He's seen what the Plague does to flesh.

'No. You are not infected. We would not have brought you aboard if you were. Now Rylor, I assure you, there is only one way out of this room for you and that is to answer my questions. Listen carefully. I will not ask them a second time.'

Augustus stopped. Even as Rylor lay bleeding, their gazes were locked. Would the prisoner respond to intimidation or persuasion? Coercion had got them thus far but Rylor had continually shown defiance; he was not weak, violence had little to no effect upon him and much further would kill him. Augustus signalled to Celeste. *Thoughts?*

His admission came after you spoke of civilian casualties. He has a conscience.

Persuasion, then; appeal to self-worth.

'Who was the Fourth Rylor? Why did she take the Artefact, and whom did she leave with? That planet is a Deadzone. No way in. No way out. The only people powerful enough or stupid enough to pull a move like that is the Rebels or the Corporation, and there are no ship signatures of either within this galaxy in the last twenty-four hours.'

'I don't know why she took it, and damned if I know whoever the hell she left with.' Rylor spat the words out. His anger was not

directed at Augustus.

'Describe the shuttle to me.'

'It was military. I've never seen a civilian ship like it – black, black all over, black windows.' He twisted his head from side to side in torment, as if to shake the memory free. 'There was nothing on it! It was black! And it was bare! Nothing else! – Wait.'

'Now you realise,' Augustus interrupts. 'That in itself is something Rylor. A military shuttle with no insignia? Special Forces, likely private, one wealthy enough to leave no shuttle signature and one that did not want to be recognised. And the pilot knew exactly where to land. There is no footage of that ship, Rylor. That is why we need your eyes. Gamma Tau is a fledging world, with little surveillance, and while there are cameras present the footage that we have recovered is wiped. The whole capital's surveillance is blank. To recover any backups we will need access to the central servers, which means until then we are fighting blind. The only evidence that the Artefact was even found is your shuttle camera. That is, quite literally, all the evidence we have to go on. Well that, and you. Now do you see why we require your assistance? You are an Enforcer. Remember who you are. Think harder, delve deeper. Was there anything else?

'That's it. That's everything.'

Truth. But there's more. He is not lying, but hiding something, still. Ask who the fourth was.

'Who was the Fourth? A city's surveillance wiped, records expunged – do you know what level of access that takes?'

'I don't know!' Rylor shouted. He was sick of this. Sick of everything.

'It takes my level of access, Rylor. Captain or higher. Absolute clearance to Enforcer military personnel records and recordings. Either the Rebels have made some very, very high profile bribes, or it leaves one other option: Corporation. Rogue assets. I need to know who, and how, and why. And I will know.'

'I've told you everything.'

Deadzone Enforcer Defender by Chris Schlumpberger

'I believe you. But my Interrogator does not and she is rarely wrong. This means there's something in your mind you do not want to share or recall. Would you recognise the Fourth?'

'Yes.' Rylor's face and tone became emotionless.

Truth. Certain. Significant increase activity in memory recall. They shared many memories together. She... means something to him.

'Who was she?'

'Well, as you will no doubt find out, she is the mother of my damn child.'

Oh now we're talking, Celeste whispers. *Love. The most powerful of emotions. And the singular greatest weakness of a sentient species.* She exhales, loud enough for Augustus to hear. *Culminating with attempted execution, left to die at the hands of the Plague. That is a cold, cold, thing to do.* Her voice is in awe.

'What do you make of this?' August said, flicking off his vocal-amplifier so Rylor would not hear.

I admire the sheer balls it takes to do such a thing. No emotional attachment. Just devotion to the objective. And I believe him.

'You are a ruthless bitch, Celeste.'

Deadzone Reb by Marcel Popik

Deadzone battle by Matt Gilbert

Acknowledged.

Turning the vocal-amplifier back on Augustus crossed his arms and faced down toward Rylor. The man had been watching everything, saying nothing. The bleeding had stopped and the blood on the floor was beginning to congeal.

'We are going to find her Rylor. We're going after the Fourth. She may be the mother of your child but she left you to die on a Deadzone. She meant to kill you, in the worst way possible; whatever you once had, you don't, whatever you thought she was, she wasn't, and will not be again. You should've died Rylor. I respect that you didn't. Now, the way I see it, you have two options before you. Recover yourself, remember who you are and the Council for whom you work, and help me find that Artefact. Help me find the Fourth. You will tell me everything, about the Artefact, about her. And then, when we find her, I will not expect you to hesitate in putting her down.

'Or second. You can lie here, dwell on your misery and broken memories, and when you no longer prove useful to interrogation you will be executed for treason and your body burnt. Your records will be expunged and you will have ceased to ever exist. Your child will be orphaned and given to the Council to be raised in military service in repayment for your disloyalty.

'You should've died Rylor, but you didn't. A strong survival instinct is a strong will. One who survives when he absolutely should not? I could use a man like that. The Council could use a man like that. You were, and could be again, First Recon. And your bloodline would continue to enjoy the gratitude of the Council for your service.

'The bullets have done more damage to your mind than your body. We can repair the latter, but only you can salvage the former. Will you let what happened break you? After all you have done to survive? Or will you remember who and what you are, and help me find the one who betrayed you and put a bullet through your chest?'

Rylor looked up the Captain. His breathing was laboured. His eyes were distant, seeing beyond the walls of the room. They eventually focus. His mouth was twisted into a grimace and his teeth were gritted. A moment passed. Then he slowly nodded and saw his reflection in the visor of Augustus' helmet do the same. He attempted to straighten himself, and did the best one could expect given the circumstances.

His vitals are stabilising Captain. I've pulled the records on his child for your inspection.

Augustus stood up and nodded once, 'We have work to do, Rylor Ings. I will expect you to be ready. We are going to cleanse that planet.'

To be continued...▪

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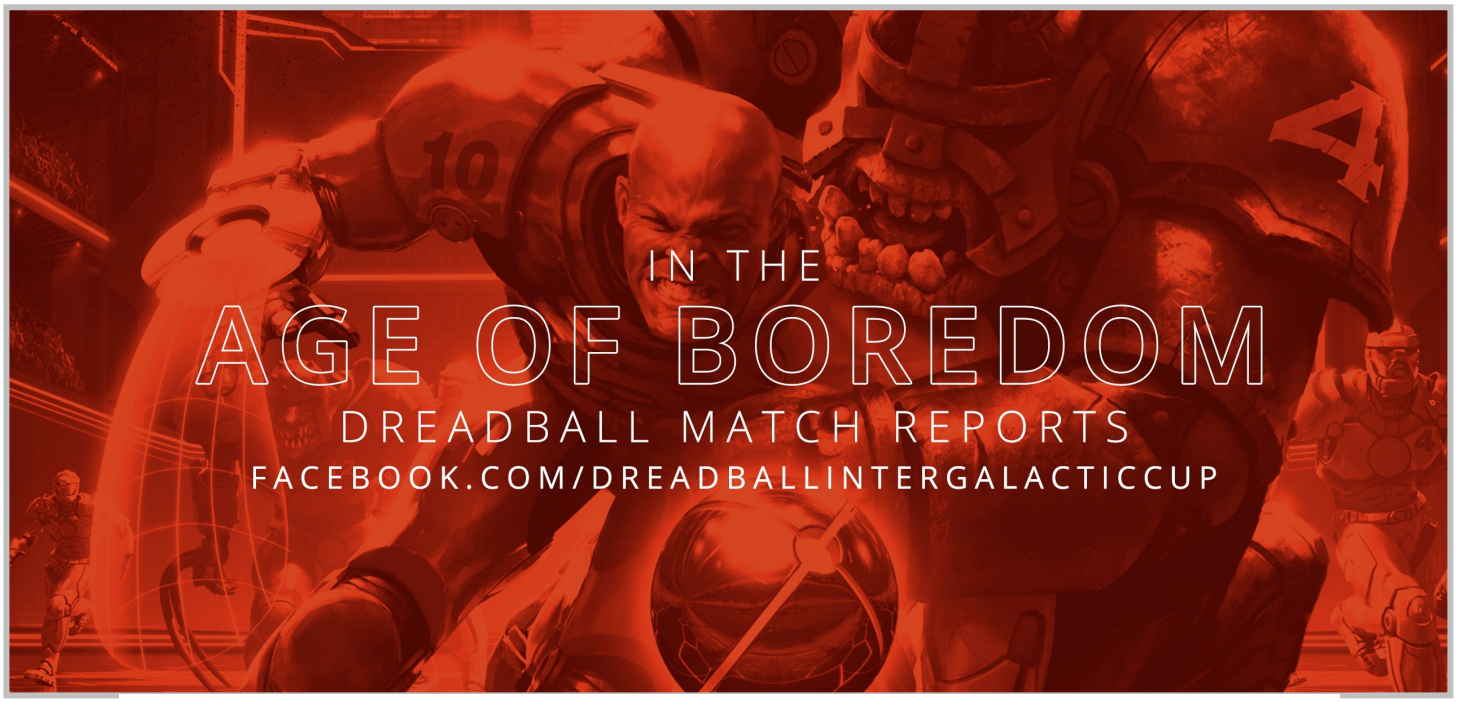

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